

Thoughts.Game.Attributes.Attribute.Equals

Thoughts.Game.Attributes.Attribute.operator==

Thoughts.Game.Attributes.Attribute.Equals

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graph LR; A[Thoughts.Game.Attributes.Attribute.Equals] --> C[Thoughts.Game.Attributes.Attribute.Equals]; B[Thoughts.Game.Attributes.Attribute.operator==] --> C;
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The diagram illustrates a mapping or transformation process. On the left, there are two source nodes: the top one is 'Thoughts.Game.Attributes.Attribute.Equals' and the bottom one is 'Thoughts.Game.Attributes.Attribute.operator=='. Both of these nodes have blue arrows pointing towards a single target node on the right, which is 'Thoughts.Game.Attributes.Attribute.Equals'. The target node is shaded gray, while the source nodes are white with black borders.